

DARK HERESY™

AZARARCH

Character History: Born on the hustling streets of Scintilla, Azararch was fortunate enough to be born to an assigned role within the Adeptus Administratum under the auspices of its Officio Medicae branches. Despite this high calling, his flagrant disregard for protocol and authority and his quick wits have gotten him into trouble on more than one occasion, typical of his Hiver origins.

Homeworld: Hive World

Background: Adeptus Administratum

Role: Chirurgeon

Aptitude: Perception, Fieldcraft, Intelligence, Agility, Knowledge, Strength, Toughness

Gender: Male

Height: 1.75m

Weight: 65kg

Skin Color: Fair

Hair Color: Brown

Eye Color: Grey

Age: 35

Quirks:

Faded Electoo, Nervous Tic

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)	Influence (Inf)
30	30	30	35	40	55	35	40	45	57

"This isn't the Restroom..."

Azararch has a keen sense of curiosity. When considering the order of work he is expected to do, this should be a great quality. Instead, his inability to consider negative consequences for brazenly walking into what is obviously a trap has lead Azararch to often cite 'a miscommunication while attempting to find the privies', which surprisingly has gotten him out of more jams than one would expect.



Skills

	Trained	+10	+20	+30
Medicae (Int)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Tech)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore (Adeptus Administratum)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics (High Gothic)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scholastic Lore (Chymistry)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Operate (Surface)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tech-Use	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stealth	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sleight of Hand	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Acrobatics	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Scrutiny	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Traits

Even one who has nothing can still offer his life: When this character burns Fate threshold to survive a lethal injury, roll 1d10. On a result of 10, he survives whatever grievous wound would have killed him but does not reduce his Fate threshold.

Teeming Masses in Metal Mountains: Hive world characters do not count crowds as difficult terrain, and when running or charging amidst them do not suffer any penalties on Agility tests to keep on their feet. When in enclosed spaces they also gain a +20 bonus to Navigate (Surface) tests.

Master of Paperwork: Adeptus Administratum characters count the availability of all items as 1 level more available (Very Rare items count as Rare, Average items become Common, etc.).

Dedicated Healer: In addition to the normal uses of Fate points (see page 245), when a Chirurgeon character fails in a test to provide First Aid, he can spend a Fate point to automatically succeed with the degrees of success equal to his Intelligence bonus.

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MELEE WEAPONS

NAME			
CLASS	DAMAGE	TYPE	PEN
SPECIAL RULES			

AMMUNITION

Total: 14 Clips: 3

Current: 25

MISSILE WEAPONS

Lasipistol

CLASS Pistol DAMAGE 1d10+2 TYPE E PEN 0

RANGE 30m ROF S/2/- CLIP 30 RLD Half

SPECIAL RULES
Reliable

NAME			
CLASS	DAMAGE	TYPE	PEN
SPECIAL RULES			

AMMUNITION

Total:

Current:

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

NAME			
CLASS	DAMAGE	TYPE	PEN
SPECIAL RULES			

AMMUNITION

Total:

Current:

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

GEAR

Lasipistol, Robes, Auto-Quill, Chrono, Medi-kit, Auspex Scanner, Disguise Kit, Combi-Tool, Stummer, Best-Quality Data-slate, *In Defense of the Future: A Logical Discourse*, Comm-Beads, Imperial Flak, Stun Grenade, Armored Body Glove



Superstition: Comfortable Numbers

Only when surrounded with fellow hivers is the hive complete, and rooms should never be allowed to become bereft of crowded flesh.

XP to spend

0

HEAD
(1-10)

1

Type: Over Cloak

RIGHT ARM
(11-20)

2

Type: Body Glove

BODY
(31-70)

2

Type: Body Glove

LEFT ARM
(21-30)

2

Type: Body Glove

INSANITY POINTS

Insanity Points: 7

Degree of Madness

Disorder:

Severity:

CORRUPTION POINTS

Corruption Points

Degree of Corruption

Malignancies:

Total XP spent

4050

WOUNDS

Total 13

Current

CRITICAL DAMAGE

FATIGUE

Max FATIGUE = TB

FATE POINTS

Total 2

Current

RIGHT LEG
(71-85)

2

Type: Body Glove

LEFT LEG
(86-00)

2

Type: Body Glove

Movement

Half: 3

Full: 6

Charge: 12

Full: 18

CARRYING, LIFTING, & PUSHING

Carry: 36 kg

Lift: 72 kg

Push: 144 kg

DARK HERESY™

Elite Advance

Talents

Resistance (Cold): Azarach gains a +10 bonus when making tests to resist effects of extreme cold.

Quickdraw: Azarach has practiced so frequently with his weapons that they practically leap into his hands in response to a simple thought. He can draw and ready a weapon as a Free Action when armed with a Pistol or Basic class ranged weapon, or a melee weapon that can be wielded in one hand.

Superior Surgeon: The Acolyte's advanced medical training enables him to knit flesh with deft mastery, essential for treating combat casualties. His exceptional education in use of the Narthecium, Med-Slate, and supplemental drugs give his patients an enormous advantage. He gains a +20 bonus on all Medicae skill tests. When providing first aid, he ignores penalties for Heavily Damaged patients and only suffers a -10 penalty for those with Critical damage.

Mutations